

SLAMURAI

Heroic Master of Martial Arts



BIO Slamurai was an honorable warrior who protected his home world of Bashido from Ninjor and an army of Terror-Cottas, defeating them with his Katana of Kuron which enabled him to magically outnumber his foes. He intended to live in peace until the magician Uncle Montork arrived seeking allies to help defend Trolla. Slamurai took up his Helm of Hikari, enchanted by the honor of his ancestors and able to protect him from evil spells. He then joined Uncle Montork's reinforcements to turn the tide against the Revenge Squad after the death of Skeletor. Slamurai's helm enabled him to free his friend Ra-Jar from the mind-controlling spells placed upon him by Lady Slither. Never one to boast, Slamurai returned home without celebration only to discover Ninjor had taken his own revenge by turning his wife Ageisha to stone with magic stolen from the Snake Men. Grief-stricken, Slamurai buried his enchanted helm at her feet, hoping its magic might restore her to life eventually. He then donned an assassin's garb and searched for Ninjor as a spy and assassin-for-hire, thwarting villains across the universe by infiltrating their organizations while also gathering information on Ninjor's whereabouts. His quest ended on Eternia, where he thwarted Ninjor's attempted assassination of He-Man on the day of his coronation, even though saving the Eternian cost him his chance to obtain vengeance. With skillful stealth and masterful fighting styles, Slamurai counters evil's every strike!



SAME AS Slamurai was comprised completely of existing figure parts. He utilized Ninja Warrior's head and armor, He-Man's forearms, Jitsu's belt, Demo-Man's calves, Keldor's feet, and the standard male torso, shoulders, biceps, hands, upper legs, and furry loincloth. The figure was very closely based on the character's vintage concept art with the exception of the forearms, which should have been smooth instead of wearing He-Man's asymmetrical gauntlets.



ACCESSORIES

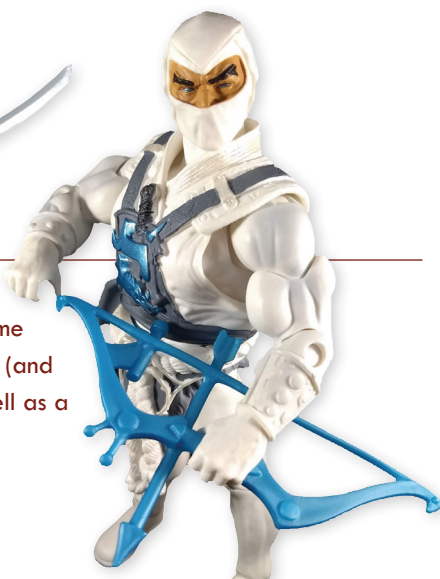


MOTUC #255A • AFFILIATION None • SUBSCRIPTION N/A • PRICE \$165
ORIGINAL FIGURE RELEASE Power-Con (August 2019) • RELEASE TYPE Boxed 3-Pack

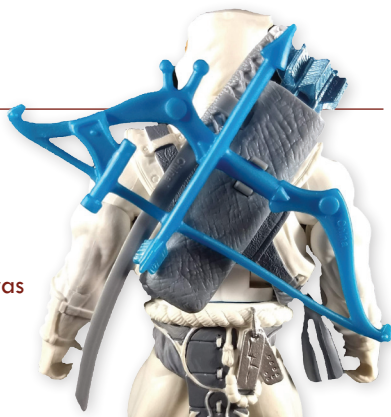


EN GARDE Slamurai came armed with repainted versions of all of Ninja Warrior's weapons, including this scimitar.

READY, AIM Slamurai's bow, which was a blue version of the bow that came with Ninja Warrior, had a solid plastic (and therefore non-functioning) string, as well as a single permanently-attached arrow.



PLASTICS Slamurai's final weapon was a pair of nunchucks with white handles. The version that originally came with Ninja Warrior had black handles.

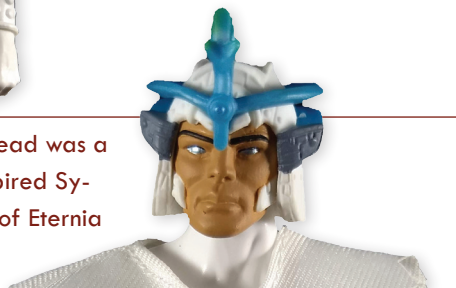


STORAGE SPACE Slamurai's removable quiver featured non-removable arrows and could store two of the figure's three weapons. This quiver was first released in brown and silver with Ninja Warrior but was recolored gray and blue for Slamurai.



NICE THREADS Slamurai came packaged with an alternate fabric tunic and belt. The vintage Ninjor figure had come with a similar fabric tunic (in black), but this had been dropped in favor of a molded plastic tunic for the MOTUC Ninja Warrior figure.

HEADS UP Slamurai's alternate head was a repainted version of the 200x-inspired Sy-Klone head included in the Heads of Eternia pack released in 2015.



TRIVIA

In the late 1980s, as sales of the Masters of the Universe toylines began to rapidly decline, Mattel brainstormed several ideas to try to keep the dying brand afloat. One such idea was to release a wave of figures comprised entirely of existing parts, which would save the company a large amount of money in tooling costs. Artwork (shown below) was created for several new characters that would have comprised a seventh wave of figures, with plans for release in 1988. Ultimately, the line was cancelled before these figures were ever made, but all of these characters were finally immortalized in plastic in MOTUC, first with Strobo in 2013, and then with Lord Gr'Asp, Terroar, and Plasmar as a 3-pack made exclusively for Power-Con in September of 2017. The remaining concept characters — Slamurai and the Snake Troopers — were released in a 3-pack at Power-Con in August of 2019.

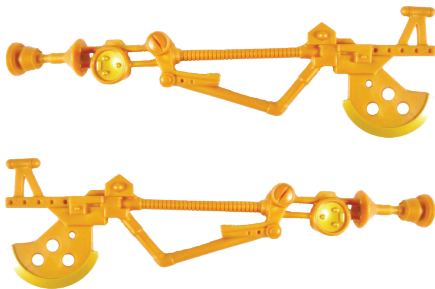


Snake Troopers

Slithering Cyborgs of the Snake Men



ACCESSORIES



BIO A host of Snake Men soldiers followed Lord Gr'Asp when the Unnamed One sent him to forge an alliance with Horde Prime that would enable the evil Trollan to escape from the Nameless Dimension. Though loyal, these soldiers could never have imagined their ghastly fate. To ratify their treaty, Horde Prime augmented Gr'Asp's troops with Horde World science. Surgically enhanced with bionics and transformed into self-repairing cyborgs, the hapless soldiers were also lobotomized and connected to the central computer-brain of the Horde Troopers. Outfitted in armor bearing the Evil Horde crest, the brigade came to symbolize a new unholy alliance. They accompanied Gr'Asp to Eternia, which was reeling from an invasion by the forces of Hordak. Despite animosity between the Evil Horde and the Snake Men, Gr'Asp met with King Hssss and convinced him to join Hordak for an assured Eternian victory. Mistrustful of the cyborg soldiers, which he referred to as Gr'Asp's "unblinking abominations," King Hssss nonetheless saw value in these powerful minions and agreed that a temporary alliance with his old enemy could prove beneficial. After the Second Ultimate Battleground, the Snake Troopers followed Gr'Asp when he escaped to join Lady Slither on Trolla. There, Fang-Or repaired the troopers' cybernetics, but failed to notice the Evil Horde chip implanted in their brains. When Slither's forces returned to Eternia, the Snake Troopers were paired with the Diabolical Snakes, now overseen by Reptilax, forming a deadly team of soldiers and assassins. To Lord Gr'Asp's chagrin, the Snake Troopers later obeyed Hordak's "reawakened" spirit, which used its new robotic armor to manually control the Snake Troopers' Evil Horde mind-chips.

SAME AS The Snake Troopers were comprised completely of existing figure parts. They utilized Rattlor's head (each head cast in a different shade of green), King Hssss' legs, and Hordak's feet. All other body parts were taken from the Horde Trooper in a black and gold color scheme instead of gray and black.



MOTUC #255B • AFFILIATION The Snake Men / The Evil Horde • **SUBSCRIPTION** N/A • **PRICE** \$165
ORIGINAL FIGURE RELEASE Power-Con (August 2019) • **RELEASE TYPE** Boxed 3-Pack



HAVING A BLAST The only weapon that came with the Snake Troopers was Blast Attak's weapon in gold plastic instead of red.

HEADS UP Both Snake Troopers utilized Rattlor's head sculpt, but one was a dull, dark green while the other was a brighter green.



HEADS WILL ROLL The Snake Troopers also looked good sporting the heads from the previously-released Snake Men two-pack.

ALTERNATE VIEWS

The Snake Trooper armor was removable, revealing the Horde Trooper upper torso underneath.



TRIVIA

For the history behind the Snake Troopers and the rest of the unreleased vintage 1988 wave, see the trivia on Slamurai on page 553.



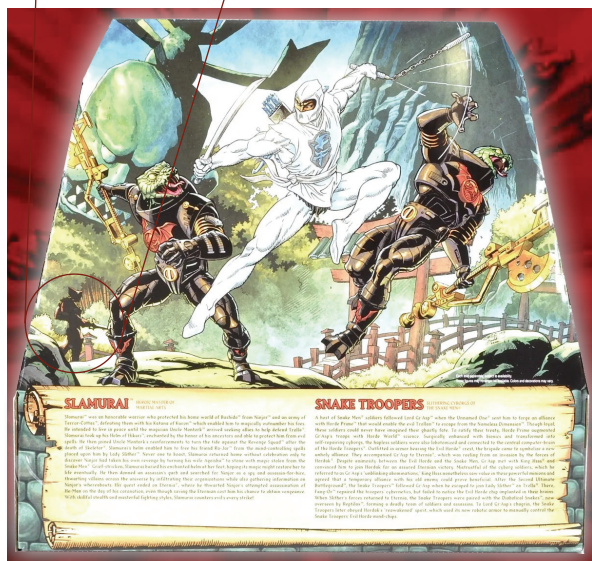
The artwork below, which was created for the cancelled vintage 1988 wave, depicts the Snake Troopers in combat with Stobo.



The back of the Slamurai/Snake Troopers box (below) featured all-new artwork showing the characters in a battle scene. There was a fourth character in the background of the image, partially hidden in shadow; this was Felinor, a character created for a line of figures called Fuerza-T, which was released by toy company Top Toys in Argentina in 2003. The series consisted of eight



figures that reused molds from the original Masters of the Universe toyline. The Felinor figure utilized parts from the vintage Mer-Man, Skeletor, and Beast Man figures.



HORDE ZOMBIE HE-MAN

Mind-Controlled Monster of the Evil Horde



ACCESSORIES



BIO Surrendering himself to Hordak in order to save hostages Bouldron and Quartzara, He-Man became the first of many victims of the dreaded Slime Pit! Operated by Hordak's swinish minion Slymepig, the Slime Pit coated He-Man with slime enchanted with pure malevolence. Horde Zombie He-Man became Hordak's menacing mind-controlled enforcer sent to destroy Skeletor until the elder Stonedar freed him with the magic of the Sun Stone. He-Man destroyed the Slime Pit, setting free its other victims, but remnants of Hordak's slime remained. After the Reawakening, Skeletor's former pig boy Slob Boar convinced his Porcinian kinsman Slymepig to help Skeletor use the slime remnants to remake the Slime Pit and again possess He-Man to lead an army of slime-covered Mutant Bone Warriors. To save her brother, She-Ra augmented her healing abilities with the magic of the Scepter of Power and eradicated the evil slime once and for all.

FROM PAGE TO PLASTIC

The concept of "Horde Zombie He-Man" originated with the 1985 Mattel mini-comic "Escape From the Slime Pit!" which was packaged with the vintage Slime Pit playset. In the story, Hordak forces He-Man into the titular Slime Pit, where He-Man is covered in a green ooze that turns him into an evil green monster.



MOTUC #256 • AFFILIATION The Evil Horde / The Evil Warriors • **SUBSCRIPTION** N/A • **PRICE** \$55
ORIGINAL FIGURE RELEASE Power-Con (August 2019) • **RELEASE TYPE** Carded Figure

SAME AS Horde Zombie He-Man was a re-release of the basic He-Man figure cast in translucent green plastic with a green and orange harness. One deviation however was the use of Tri-Klop's left gauntlet instead of He-Man's standard asymmetrical left gauntlet.



< GOING GREEN Horde Zombie He-Man came with a translucent green version of the Sword of Power, making its 24th appearance in the toylines.

DON'T AXE ME The figure's second accessory was the King Grayskull / He-Man axe, also cast in translucent green plastic.



SHIELD ME Horde Zombie He-Man's third and final accessory was the King Grayskull / He-Man shield cast in translucent green plastic.



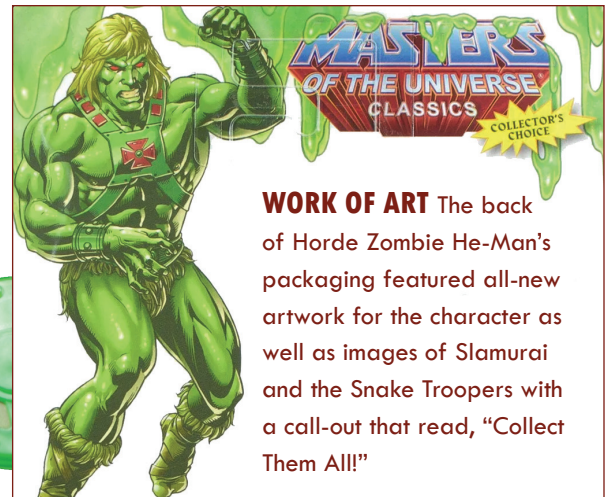
HEADS WILL ROLL Horde Zombie He-Man came packaged sporting a green, "zombified" version of the Oo-Larr head sculpt (top, left), but he also came with two alternate zombified heads: the standard He-Man figure head (top, middle) as well as the vintage-inspired He-Man headsculpt (top, right) that was first released with Oo-Larr.

TRIVIA

Horde Zombie He-Man was released as a single carded figure exclusive to Power-Con in August of 2019. The figure retailed for \$55.



Horde Zombie He-Man came on the standard green-rock MOTUC card with added "slime" graphics covering some of the artwork. This made Horde Zombie He-Man the only single-carded MOTUC figure besides Anti-Eternia He-Man to come with its own unique packaging.



WORK OF ART The back of Horde Zombie He-Man's packaging featured all-new artwork for the character as well as images of Slamurai and the Snake Troopers with a call-out that read, "Collect Them All!"



REBEL LEADER HE-MAN

Heroic Defender of Eternia

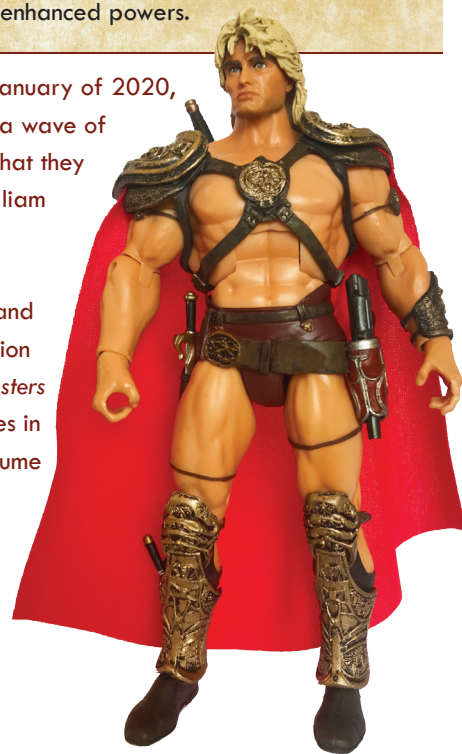


BIO He-Man: Renegade! Skeletor, having finally stolen one of the Cosmic Key prototypes created by Gwildor, banished his brother King Randor into Despondos. He then used the evil doppelgänger android Faker to trick the people of Eternia into believing He-Man was a Gar traitor all along and their king's assassin. Forced at last to reveal his true identity as Prince Adam, He-Man led the renegade Masters of the Universe in a rebellion against Skeletor's despotic rule. Wearing armor crafted in the Great Forge with the fire of Granamyr and the Spelean metal-masters of Lord Dactus, He-Man became a symbol of hope on Eternia like never before. While his clash with Skeletor took him to the stars and beyond, He-Man eventually became King of Eternia and regained his youth during the events of the Reawakening. When a resurgent Skeletor stole the powers of the old gods to become nearly omnipotent, He-Man donned his rebel armor once more, for enchantments placed upon it by both the Sorceress and the Goddess protected him from Skeletor's divinely enhanced powers.



SCREEN GEMS In January of 2020, Super7 released a wave of MOTUC figures that they dubbed the "William Stout Collection." William Stout is an

American fantasy artist and illustrator who served as the production designer on the 1987 live-action *Masters of the Universe* movie. The four figures in this wave were based on Stout's costume designs from that movie, with the Rebel Leader He-Man figure serving as a plastic recreation of Dolph Lundgren's portrayal of He-Man.



ACCESSORIES



SEEING RED The figure sported a red cloth cape, one of the very few instances of soft goods being used in MOTUC. Neither the cape nor the figure's armor was removable.

MOTUC #257 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE \$35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Carded Figure

EN GARDE The first of He-Man's four accessories was his sword, based on its design in the 1987 film. When not in use, the sword could be stored on the figure's back



GOT THE POINT The dagger accessory sported a design that appeared to be based on the classic Sword of Power. When not in use, the dagger could be stored in a sheathe on the figure's right hip.

CUTS LIKE A KNIFE He-Man's small knife accessory could be stored in his right boot.



GUNS OUT The 1987 movie was one of very few official MOTU media that depicted He-Man with a gun. The figure's gun accessory was based on its movie design.

HEADS UP The figure came with an alternate head sculpt that was likely based on William Stout's costume design sketches for the character.



TRIVIA

Rebel Leader He-Man stood about half an inch taller than most other figures in the MOTUC toyline.



While this figure was based on the character's design in the 1987 movie, the official bio made little (if any) reference to the film's plot.



WORK OF ART The back of He-Man's packaging featured new artwork for the character as well as a line-up of other figures currently available for Masters of the Universe Classics and Club Grayskull.



DARK DESPOT SKELETOR

Evil Tyrant of Eternia



BIO Skeletor triumphant! After finally using the stolen Cosmic Key to beam his army of orcs, skeletrons, centurions, and Robot Knight battalion into the Palace of Eternos, Skeletor claimed the Scepter of Power. Adorned in the black robes of ancient Gar kings, and armor forged by Spikor in the heat of the magic fire of Draego-Man, Skeletor raised his Havoc Staff, itself transformed with secrets stolen from The Faceless One, as a symbol of Skeletor's new imperial order. While his fight with his rival He-Man reached into the cosmos, Skeletor eventually fell in battle only to be reborn again years later with the magic of his secret bride Evil-Lyn, who fashioned her own regal attire after that of her mother Queen Maligna. His deadly visage temporarily misshapen by the effects of the life-giving Scepter of Power, Skeletor regained his kingly garments and once again united the armies of darkness under his skull sigil. Now facing both Twins of Power on Eternia, Skeletor sought new dark alliances in a plot to steal the divinity of the old gods, including the evil Snake Goddess Serpentina.



SCENE STEALER The second figure in Super7's William Stout Collection was Dark Despot Skeletor, which was based on Frank Langella's depiction of

the villain in the 1987 live-action *Masters of the Universe* movie. The sculpting of the figure did an incredible job of capturing the intricate details of Langella's mask and costume while still utilizing some standard MOTUC parts.



ACCESSORIES



TO THE NINES Unlike Rebel Leader He-Man, who came with a cloth cape, Skeletor's cape was made from plastic. Prototype images made the figure's clothing appear to be mostly black, but the production figure's clothing had a bit of a maroon/purple tint to it.

MOTUC #258 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE \$35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • **RELEASE TYPE** Carded Figure

EN GARDE The first of Skeletor's three accessories was his sword, based on its design in the 1987 film.



CAUSING HAVOC No Skeletor figure is complete without his signature Havoc Staff, which was included here in its intricate 1987 movie design.



ON KEY The version of the Cosmic Key included with Dark Despot Skeletor was more screen-accurate than the versions previously included with Preternia Disguise He-Man and Gwildor.

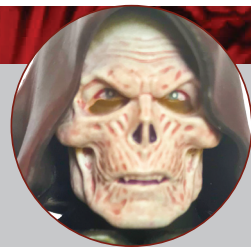


GROWING UP Like Rebel Leader He-Man, Dark Despot Skeletor was slightly taller than most other figures in the MOTUC line, although this figure was not quite as out-of-scale as RL He-Man.

TRIVIA

Including "ultimate" editions, Dark Despot Skeletor and God Skeletor

brought the total number of Skeletor figures released in MOTUC and Club Grayskull to 13, with an 11 year gap between the first and 13th figures.



WORK OF ART The back of Skeletor's packaging featured new artwork for the character as well as a line-up of other figures currently available for Masters of the Universe Classics and Club Grayskull.



GOD SKELETOR

Evil Deity of Destruction



BIO After his epiphany at the Celestial Library, Skeletor hatched a complex plan that transcended even his death and resurrection. Scheming to steal the power and knowledge of the gods, Skeletor absorbed the energies from the Star Tree, which transmuted his blood into godly ichor. He deceived Prince Adam into restoring Castle Grayskull, and tricked the evil Snake Goddess into divulging the language of the gods, enabling him to decipher the divine secrets of Grayskull's Great Eye. Forcing He-Man to surrender the Sword of Power before the Great Eye opened, Skeletor was sublimely transformed. Clad in golden armor and a horned helm, he proclaimed his godhood and demanded that He-Man kneel. Refusing, He-Man broke his bonds and grabbed hold of his blade, calling upon the power of Grayskull and battling Skeletor in the fiercest clash the universe had ever seen. With a titanic blow, He-Man shattered Skeletor's Havoc Staff, closing the Great Eye forever and reverting Skeletor to his mortal state. Furious, the villain rushed wildly at his archenemy, but fell through Grayskull's trapdoor into the Dwell of Souls. Later, from within the darkness, a voice intoned... "I'll be back."



ACCESSORIES



SCENE STEALER The third figure in Super7's William Stout Collection was God Skeletor, which was based on the character's appearance toward the end of the 1987 live-action *Masters of the Universe* movie, after he had absorbed the power of the universe.

MOTUC #259 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE \$35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • **RELEASE TYPE** Carded Figure



QUITE THE PAIR

With the exception of the newly-sculpted head and draping loinc piece, God Skeletor was simply a repaint of the simultaneously-released Dark Despot Skeletor figure.

TRIVIA

Anthony De Longis, the actor, stunt man, and fight choreographer who played Blade in the 1987 *Masters of the Universe* movie, donned the "God Skeletor" costume for the movie's climactic final battle between He-Man and Skeletor.



TO THE NINES The figure's intricately detailed costume included small skulls on the decorative skirt piece.



WORK OF ART The back of Skeletor's packaging featured new artwork for the character as well as a line-up of other figures currently available for Masters of the Universe Classics and Club Grayskull.



WREAKING HAVOC God Skeletor's all-gold Havoc Staff was a simple repaint of the Dark Despot Skeletor's staff.

HAT'S OFF The figure's ornate headpiece was not only screen accurate but also gave the figure some added height.



COMMANDER KARG

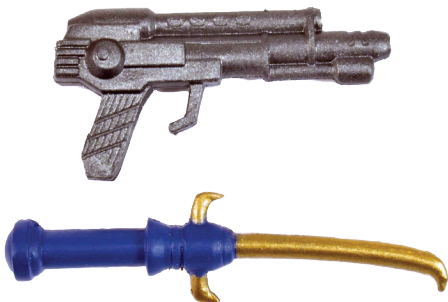
Evil Master of Cruelty



BIO Rumored to be the hideous descendant of an inbred Spelean archduke and a mad human baroness, Karg was raised in secrecy until his sadistic “ingenuity” attracted the attention of Skeletor. Named grand inquisitor of Snake Mountain, Karg mercilessly extracted information from captives. Sometimes tasked with command of important missions, such as leading a group of Evil Warriors to Earth in search of the Cosmic Key, the twisted fiend was finally apprehended by Lieutenant Andra, object of his warped fixations. He was sent to Prison Starr and kept in solitary confinement, where the ravages of age and isolation turned his hair white and his skin a ghastly ashen color. Eventually freed in the notorious breakout of the Evil Warriors, Karg returned to Eternia and, at a resurrected Skeletor’s behest, purposely infected scores of unsuspecting Speleans with a long-forgotten contagion called “The Horror-Koth Plague.” The plague spread among the Speleans, turning their skin blood-red and driving them to commit heinous acts of violence until they were saved by the legendary healing powers of She-Ra. Fearful of Skeletor’s fury, Karg lied about his defeat and begged for his miserable life.



ACCESSORIES



SILVER SCREEN Karg was a character created for the 1987 live-action *Masters of the Universe* movie. The

character was previously released in MOTUC, but the figure’s colors were based on his appearance in the *Masters of the Universe Magazine* (issue 11 - Summer 1987), where he was depicted with green skin, blonde hair and red eyes, versus the film where he had grey skin, white hair and yellow eyes. Karg was eventually repainted and re-released in a version closer to his screen appearance as the fourth figure in the “William Stout Collection.”



MOTUC #260 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE \$35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Carded Figure

GUNS OUT Commander Karg's gun accessory, which appeared to have been inspired by one of several guns used in the 1987 movie, was a straight re-release of the gun included with the first Karg figure.



CUTS LIKE A KNIFE

Commander Karg's knife (Crucia, the Dagger of Agony) was a repainted version of the same accessory released with the original Karg figure. The gold blade here was pale blue in its original release.

OFF THE HOOK When the prototype for the original Karg figure was revealed, the figure sported a hook with a serrated edge. The final figure's hook had a smooth edge, but for the Commander Karg figure, the screen-accurate serrated hook was used.



COMPARISON TIME Commander Karg's (above, left) is shown standing beside the original Karg figure (above, right).

TRIVIA

The official bio for Crucia, the Dagger of Agony, can be found on page 527.



Robert Towers, who played Karg in the MOTU movie, also appeared in *The Curious Case of Benjamin Button* and *Star Trek: The Next Generation*.



WORK OF ART The back of Karg's packaging featured recolored artwork for the character as well as a line-up of other figures currently available for Masters of the Universe Classics and Club Grayskull.



Club Grayskull KITTRINA



BIO Kittrina, a member of the ancient race of Cat People that dwell deep within the Vine Jungle, loyally serves the imposing King Paw. She is his most trusted warrior, and her ability to infiltrate and spy on an enemy is without equal. Her natural feline agility results in her being an incredibly skilled fighter. Whilst aiding the heroes to defeat the Grimalkin, her gusto won over Teela, whilst her flirtatiousness won over the mighty Battle Cat.



CARTOON CORNER

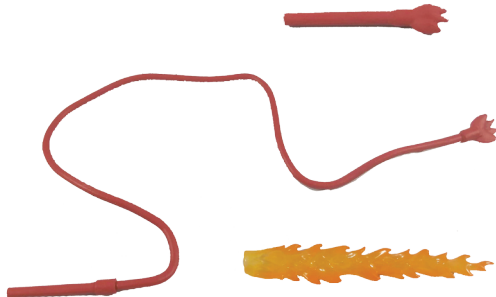
Kittrina made her first and only media appearance in "The Cat and the Spider," the 66th episode of the Filmation MOTU cartoon series. Aspects of the episode's plot were mentioned in the figure's bio. It is noteworthy, however, that in the episode Kattrina's people were called "Cat Folk," not "Cat People."



CLAWS FOR CONCERN Kittrina's "claw baton" was based on the weapon she carried in her single cartoon appearance. When not in use, the accessory could be stored on her left leg.



ACCESSORIES



WHIP IT GOOD

Kittrina's second accessory was the claw baton extended into a whip (dubbed "claw paw whip" in the figure's sales copy), which was made from a soft rubber material. In her single cartoon appearance, Kittrina used the baton's extendible line as a grappling hook in order to escape from a crashing Wind Raider. In the cartoon, the line was white, not red.

MOTUC #261 • AFFILIATION Cat People • SUBSCRIPTION N/A • PRICE \$35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Boxed Figure

FLAME ON The figure's third and final accessory was a snap-on flame that was made from translucent orange plastic. This replicated the baton's ability to generate flame as seen in "The Cat and the Spider." The snap-on flame could also be added to Kittrina's whip.



HEADS OR TAILS Kittrina's tail was articulated with a swivel joint. The tail could be used for keeping the figure standing in action poses.



KITTRINA Fearless Feline Fighter!

A warrior known for her stealth and agility, Kittrina is descended from a Qadian group of cat folk that separated from Felis Qadi decades earlier. Retreating deep into the Vine Jungle, the offshoot pride swore to protect their people's artifacts after an interpretation of the Book of Saz led them to believe this was their sacred mission. Kittrina was charged by King Paw, her pride's leader, with retrieving a mystical statue unwittingly taken from their temple by Prince Adam and Melaktha. Employing her formidable skills, Kittrina broke into the Royal Palace and nearly succeeded in her mission, but was intercepted by Teela. Later, when Skeletor unleashed the ferocious Grimalkin demon from the statue, Kittrina was instrumental in helping He-Man and Battle Cat

defeat the monster. Though she was initially mistrustful of outsiders, Kittrina's experience with He-Man and Teela caused her to rethink her prejudice. Shortly thereafter, Kittrina convinced King Paw to meet with Chief Carnivus, which eventually resulted in a reunification of the Qadian prides and, ultimately, an alliance with the forces of King Randor. Kittrina has returned several times to assist her friends in Eternos.

TRIVIA

Barring a revival of either topline, Kittrina was the last character to receive a figure in either MOTUC or Club Grayskull.



The back of the figure's box featured an illustration of Kittrina standing in front of Castle Grayskull.

Kittrina was one of only three characters (four if you counted Kuduk Ungol) to receive a figure in the Club Grayskull line without first getting a figure in the MOTUC line (the other two being Dree Elle and Uncle Montork), the result being that Kittrina had an obviously simpler, more animated design when placed among MOTUC figures.

The first batch of "Masters Mondays" bios ended with the reveal of the Gold Sword of Power in November of 2020. But in August of 2021, it was announced that a new round of bios had been written and approved. The first of these, a MOTUC bio for Kittrina, was revealed on AdultCollector.org on February 28, 2022. The Kittrina bio was originally written for the character when she was planned for release as part of MOTUC before she was moved over to Club Grayskull, similar to what happened with the Uncle Montork/Dree Elle figures.



Club Grayskull PRINCE ADAM



ACCESSORIES



BIO Prince Adam, son to King Randor and Queen Marlena, fights a never-ending battle against the forces of evil as He-Man, The Most Powerful Man in the Universe. Adorned in his pastel-colored attire, Adam finds it difficult to maintain the role of the buffoonish Prince of Eternia, but knows that in order to distance himself from his alter ego, he must endure the charade. Those aware of Adam's secret identity are constantly proud of him, knowing that aside from physical strength, everything that makes He-Man a hero comes from Prince Adam.



CARTOON CORNER This version of Prince Adam was of course based on his appearance in the Filmation MOTU cartoon, where he appeared in every episode. The figure was completely comprised of existing figure parts with the exception of his tunic and alternate head. The figure was quite screen-accurate with the exception of his skin tone, which was more tan than his paler on-screen hue.



BECAUSE I'M HAPPY The figure came with an alternate grinning headsculpt, depicting the character's more happy-go-lucky personality. This was an all-new sculpt and not just a simple re-use of the Laughing Prince Adam head.



MOTUC #262 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE \$35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Boxed Figure

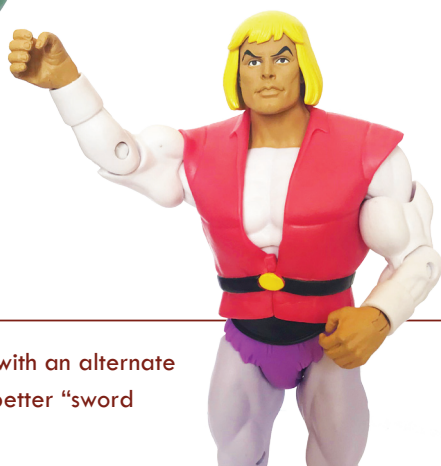
BY THE POWER OF GRAYSKULL Prince Adam came with two swords. The first was a simple re-released of the Sword of Power based on its Filmation MOTU cartoon design.



I HAVE THE POWER! The figure's second sword, also based on its Filmation MOTU cartoon design, had a slightly longer blade as well as a "lightning" attachment depicting the famous Prince Adam-transforming-into-He-Man sequence. The lightning was not only removable, but also glowed in the dark.



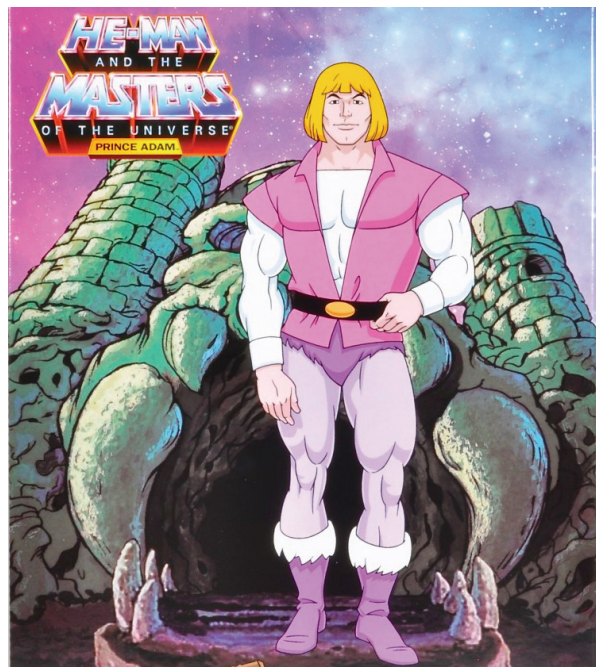
SHIELD ME This shield accessory, with additional maroon paint aps, was first released with the Club Grayskull Ultimate Edition He-Man figure.



GIMME A HAND The figure came with an alternate right hand that was articulated for better "sword aloft" posing.

TRIVIA

Prince Adam's tunic was new and not simply a re-use of the Laughing Prince Adam's tunic. This Adam figure's tunic lacked a slot to store his Sword of Power.



WORK OF ART The back of the figure's box featured an illustration of Prince Adam standing in front of Castle Grayskull.



Club Grayskull SHADOW WEAVER



BIO The young girl that would come to be known as Shadow Weaver betrayed both her teacher Norwin, and the planet of Etheria, to the Evil Horde in exchange for immeasurable power. Subsequently, Shadow Weaver became one of the most powerful beings on the planet, with a vast knowledge of dark magic at her disposal. Although Hordak favors science over magic, he values Shadow Weaver, and the Horde witch serves her master with an unwavering loyalty. The very sight of Shadow Weaver continues to fill most individuals with a chilling dread.

CARTOON CORNER

Shadow Weaver was a character created for the Filmation POP cartoon, where she served as one of She-Ra's main antagonists and appeared in a total of 52 episodes.



ACCESSORIES



SEEING DOUBLE Shadow Weaver had been previously released in MOTUC (far left) in February of 2012. The Club Grayskull version of the figure (immediate left) adhered more closely to her animated design in both detailing and colors.



MOTUC #263 • AFFILIATION Evil Horde • SUBSCRIPTION N/A • PRICE \$35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Boxed Figure



FLAME ON This wand accessory, with its translucent plastic yellow tip, was based on a wand used by Shadow Weaver in the Filmmation POP cartoon series.

ABRA CADABRA! This second wand accessory was very similar in design to the wand that came with the MOTUC version of Shadow Weaver, except this one had a translucent green orb versus the original's translucent light blue orb.



WATCH OUT Shadow Weaver's third accessory was a magical blast effect. It was originally intended that a small hole in one end would allow it to be attached to the figure's extended left index finger, but unfortunately the hole was not included in the production run.

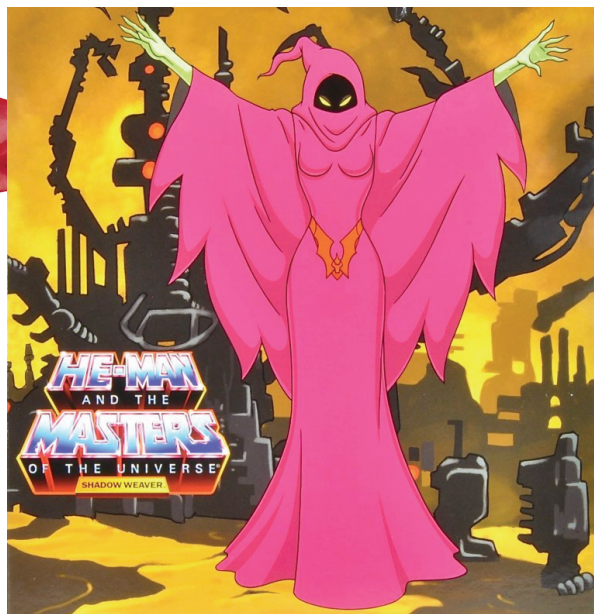
WE ALL FLOAT DOWN HERE Shadow Weaver came with a clear, removable stand that allowed her to appear to "hover" above the ground.



FEELING FREE The cape/cloak of CG Shadow Weaver was not attached to her arms (unlike MOTUC Shadow Weaver).

TRIVIA

MOTUC Shadow Weaver had been a subscription exclusive figure, which made her one of the more rare figures in the collection. Her updated released in Club Grayskull was welcomed by fans who missed out on her the first time around.



WORK OF ART The back of the figure's box featured an illustration of Shadow Weaver standing in front of the Fright Zone.



Club Grayskull MODULOK



ACCESSORIES



BIO The Eternian criminal scientist Galen Nycroft sought to overthrow Eternia. Transforming himself into the hideous creature known as Modulok, he initially joined the ranks of Skeletor, but soon defected to Etheria to align himself with the Evil Horde. Working for Hordak, Modulok has been able to create and invent a plethora of scientific wonders, all of which are often misused by his Horde allies. In battle, Modulok utilizes his ability to manipulate and transform his body parts into anything, making him an unpredictable foe.



CARTOON CORNER Modulok, a character created for the vintage MOTU toyline, made his animated debut in "Happy Birthday Roboto,"

the 113th episode of the Filmation MOTU cartoon. He appeared in three total episodes before appearing in "Gateway to Trouble," the 35th episode of the Filmation POP cartoon, making him the only character to transition permanently from one series to the other. He appeared in a total of six episodes of the POP cartoon.



SEEING DOUBLE Filmation's animators greatly simplified Modulok's design in translating him into animated form. The Club Grayskull Modulok figure therefore had a much simpler design compared to the MOTUC version of the character and also lacked the bodypart-swapping abilities of the MOTUC figure.

MOTUC #264 • AFFILIATION Evil Horde • SUBSCRIPTION N/A • PRICE \$35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Boxed Figure



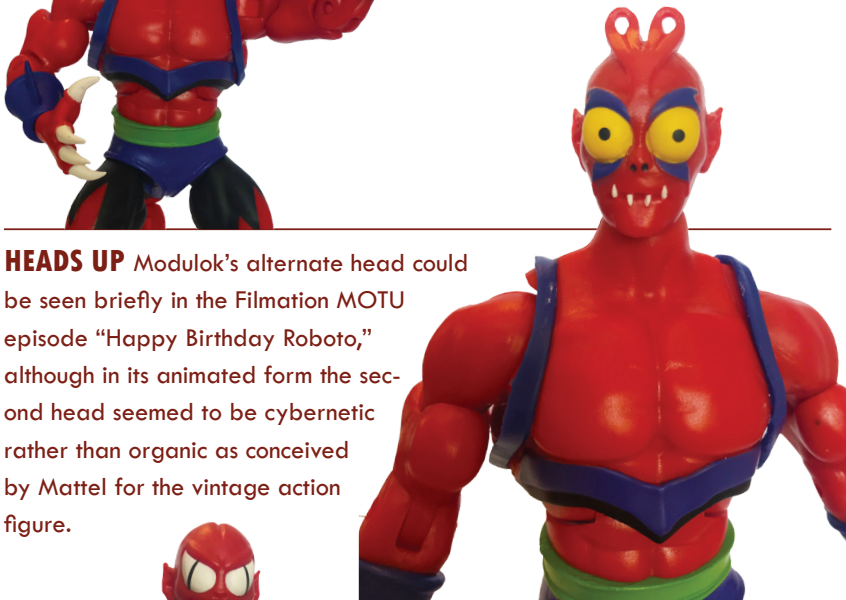
BETTER THAN ONE The figure came with two headsculpts which could be used individually or simultaneously via a removable neck piece. Modulok never appeared with two heads in any of his animated series appearances.

PRESTO CHANGE-O Modulok's ability to transform his arms into weapons was introduced in his debut episode. The figure came with two swappable hand attachments to simulate this ability, the first being this electrode.



HAMMER TIME! The figure's second arm attachment was a hammer.

HEADS UP Modulok's alternate head could be seen briefly in the Filmation MOTU episode "Happy Birthday Roboto," although in its animated form the second head seemed to be cybernetic rather than organic as conceived by Mattel for the vintage action figure.



GIMME A HAND Modulok came with two pairs of hands. The default pair were in a slight gripping pose, while the alternate pair had open fingers.

TRIVIA

This version of Modulok sported three fully-articulated legs. Unlike the MOTUC version of the character, the legs were not removable.



WORK OF ART The back of the figure's box featured an illustration of Modulok standing in front of the Fright Zone.



Club Grayskull ROBOTO



BIO Roboto, an explorer from the alien planet of Robotica, is a powerful addition to the Heroic Warriors. He possesses tremendous physical strength and can effortlessly walk through any structure. He can also generate an electrical charge throughout his body which can paralyze any foe, and he has the ability to absorb energy from any source. He has a surprising emotional depth that is a result of his initial encounter with Modulok and the heroes of Eternia. With his life saved by Man-At-Arms on two separate occasions, Roboto displays unwavering loyalty to his friends.



CARTOON CORNER

By the time Roboto was introduced in the vintage Mattel MOTU toyline, the Filmation MOTU cartoon series was drawing to a close. As a

result, Roboto appeared in only a single episode, "Happy Birthday Roboto," which was the series' 113th episode (out of 130). Much of the episode's plot was summarized in this figure's bio. Incidentally, this episode also featured the debut of Modulok, who was released as a Club Grayskull figure in the same wave as Roboto.



ACCESSORIES



SEEING DOUBLE

Roboto's design was greatly simplified for his animated appearance. The Club Grayskull Roboto figure therefore had a much simpler design compared to the MOTUC version of the character while also standing a bit taller.

MOTUC #265 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE \$35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Boxed Figure



GUNS OUT Roboto came with three swappable weapon attachments, all of which fit on his right arm. The first one was this gun attachment.

THE CLAW! Roboto's second attachment was a claw. In his single animated appearance, the claw was the only attachment that Roboto used.



GIVEN THE AXE Roboto's third and final attachment was an axe.

HEAVY METAL Unlike the MOTUC version of this character, the gears inside the Club Grayskull version of Roboto did not move when the figure's waist was turned. Additionally, this version of Roboto lacked the jaw articulation of the MOTUC version.



TRIVIA

The figure's weapons could not be attached to its left hand, nor were the attachments interchangeable with the MOTUC version of the figure.



WORK OF ART The back of the figure's box featured an illustration of Roboto standing in front of Castle Grayskull.



Club Grayskull STRATOS



BIO Stratos is the wise and greatly respected leader of Avion, a kingdom that sits high atop the peaks of the Mystic Mountains. Imbued with the power of flight by the Egg of Avion, the speed and agility of Stratos in the air proves to be of great advantage over his foes. On occasion, the leader of the Birdpeople wields the powerful Staff of Avion. Stratos, with the help of Birdpeople like his sister Delora, not only protects his home from the forces of evil, but fights alongside He-Man with unquestionable loyalty when he is called upon.



CARTOON CORNER Stratos made frequent appearances in the Filmation MOTU cartoon. This Club Grayskull version of the character was of course based upon his animated appearance.



ACCESSORIES



SEEING DOUBLE The Club Grayskull Stratos figure had a much smoother, more streamlined design compared to the MOTUC version of the character.

MOTUC #266 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE \$35
ORIGINAL FIGURE RELEASE Super7.com (January 2020) • RELEASE TYPE Boxed Figure

EN GARDE While Stratos did occasionally wield a sword in the Filmation MOTU cartoon series, this sword, dubbed the Sword of Ennael in sales copy, was simply a re-release of the Club Grayskull Teela sword in red. *Ennael* is *Leanne* spelled backwards — likely in honor of a comic illustrator (and renowned Stratos fan) of the same name.



WELL STAFFED The Staff of Avion was introduced in the “Reign of the Monster,” the 16th episode of the Filmation MOTU cartoon series.



IT'S A BIRD! Stratos came equipped with two version of his jetpack: one that was more simplified (like its animated appearance) and another that was slightly more detailed (like the vintage action figure's jetpack).

TRIVIA

The figure's wings were articulated at the wrists, allowing them to be rotated around the arm. They were not attached to the straps on the figure's biceps.



WORK OF ART The back of the figure's box featured an illustration of Stratos standing in front of Castle Grayskull.



SNAKE MOUNTAIN

Evil Stronghold of Skeletor



BIO Deep within the Dark Hemisphere of Eternia stands Snake Mountain, sinister lair of Skeletor. Illuminated by the glow of Blood Falls, one of the mountain's peaks is wrapped in the stone coils of Serpos, while the demon face of Ka is hewn into the other. Filled with traps and unspeakable dangers, Snake Mountain once served as a temple for King Hssss and the Snake Men, though the fortress remained uninhabited for eons after Hssss' banishment. Few had the temerity to come near it and none since Hssss would dare to call it home until Skeletor. With Evil-Lyn at his side, he claimed the foul fortress, making a throne of bones for himself and using the stolen Golden Disks of Knowledge to unlock the mountain's secrets. From within Snake Mountain, Skeletor and his Evil Warriors plotted the conquest of Eternia. When Skeletor left for the Tri-Solar System, his minion Jitsu held the fortress, awaiting his return, only to be usurped by Evil-Lyn and her son Malkyn, "the Skeleteen." Skeletor later reclaimed the stronghold, however, treating his son as a lackey and precipitating Malkyn's eventual rejection of his father's evil ways. Now, with Havoc Staff in hand, grim Skeletor stands once more as the sole Lord of Snake Mountain.

VINTAGE VAULT The vintage Snake Mountain playset was released in the original toyline's third wave in 1984.



BACKGROUND Mattel first unveiled the MOTUC version of Snake Mountain at SDCC in July of 2015, but the fate of the playset remained in limbo when Mattel ceased production on MOTUC in 2016 and the license was given to Super7. The playset finally went up for pre-order in April of 2019 at a price of \$599.99 plus shipping. Snake Mountain began shipping to collectors in November of 2020, exactly seven years after the release of the only other MOTUC playset, Castle Grayskull.



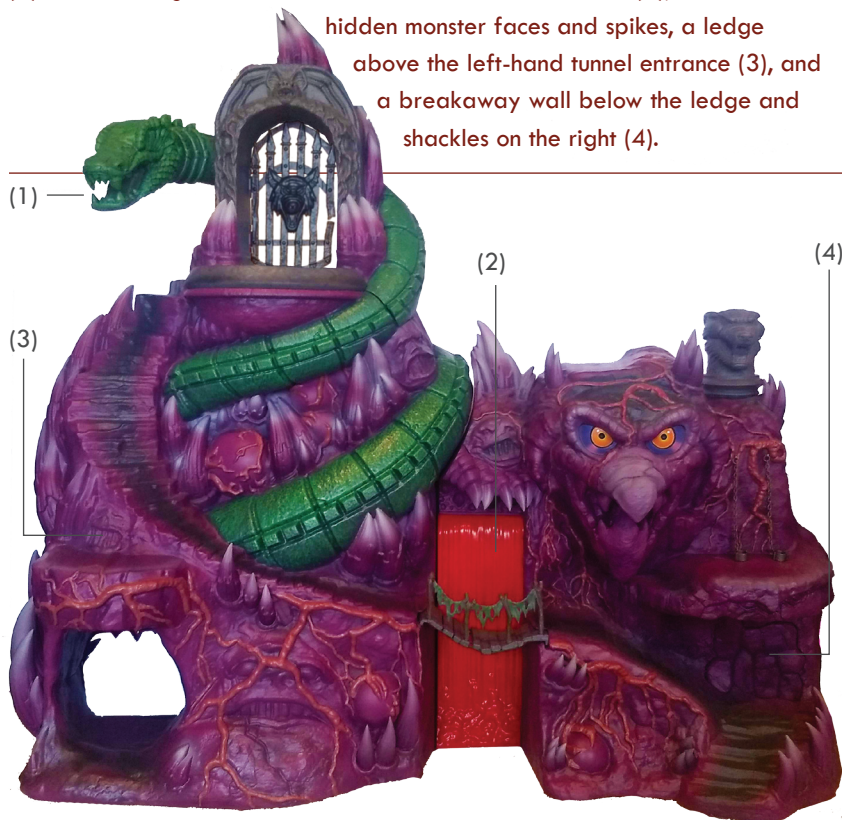
ACCESSORIES



MOTUC #267 • AFFILIATION The Evil Warriors • **SUBSCRIPTION** N/A • **PRICE** \$600
ORIGINAL FIGURE RELEASE Super7.com (November 2020) • **RELEASE TYPE** Boxed Playset

DESIGN DECISIONS Several design changes were made to the MOTUC version of Snake Mountain in comparison to the vintage toy. Most of these changes brought the playset closer to its design in its various animated appearances. The left-hand side of the playset was given more of a mountain peak, with the snake wrapping around the mountain and its giant head appearing to the left of the playset instead of being more centrally located (1). Other changes included the addition of the Blood Falls (2), several more

hidden monster faces and spikes, a ledge above the left-hand tunnel entrance (3), and a breakaway wall below the ledge and shackles on the right (4).



TRIVIA

While the interior of the vintage playset offered little in the way of play value, the MOTUC version featured a second floor platform, a jail cell, a monster face surrounding the tunnel entrance, and swappable monster heads on the walls.



The playset was approximately 38" tall, 42" wide, and 17.5" deep when opened.

The Snake Mountain box art was created by artist Jason Edmiston. Included within the packaging was a 40" x 40" poster of this artwork with the Snake Mountain bio printed on the back.

Several features and accessories for the playset were dropped before production. These included a pair of Filmation-inspired gargoyles; two wall clips for storing shields; re-releases of Draego-Man's shield, Skeletor's bone sword in purple, and Blade's whip in green; storage space above the tunnel entrance; a small lizard creature; and a work bench for Tri-Klops.



SNAKE MOUNTAIN

(continued)



STRIKING The giant snake (1) featured a detachable head guarding the hinged gate atop the mountain. It was originally planned for the Snake's jaw to be hinged, but this was dropped before production.

TUNNEL VISION This small tunnel (2) on the lower left allowed for ground-level entry into the mountain, just like the vintage playset.

I LAVA YOU The mountain's "Blood Falls" (3) were made from a translucent red plastic, allowing them to glow if lit from behind.

BOUND FOR TROUBLE Shackles with real metal chains (4) could be used to bind most MOTUC figures at the wrists.

BREAKAWAY This hidden, breakaway wall (5) allowed figures to break into the interior dungeon to make a daring rescue.

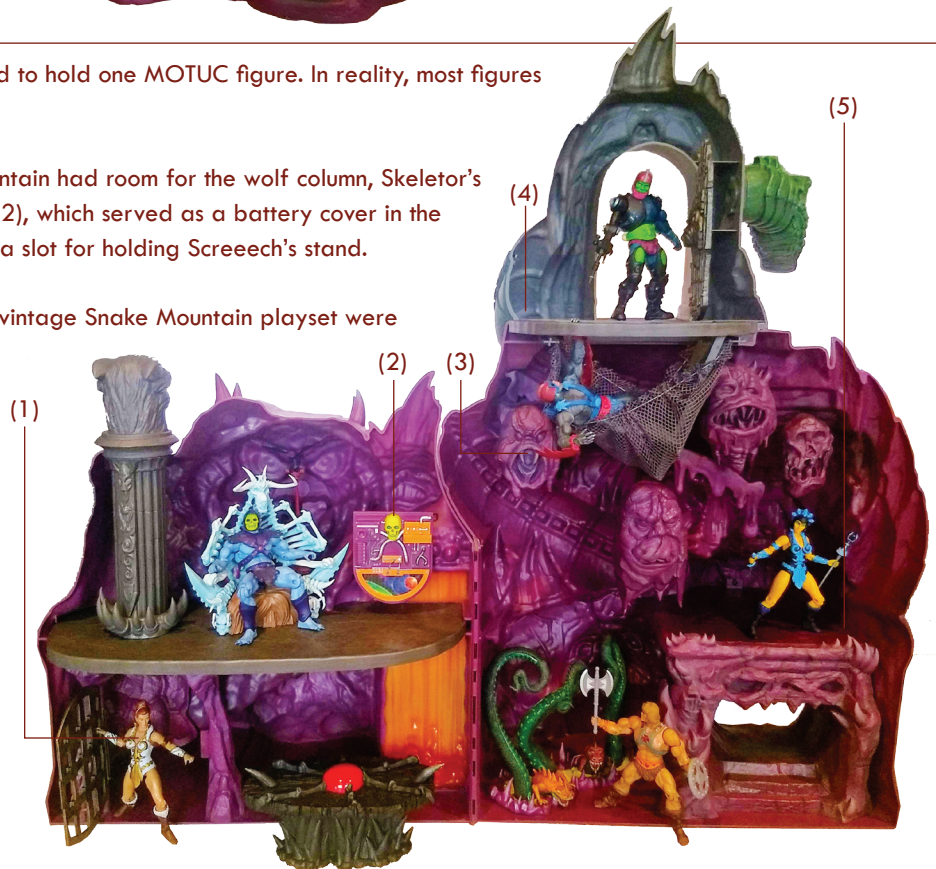
LOCKED UP This tiny jail cell (1) was designed to hold one MOTUC figure. In reality, most figures were too large to be stored within.

THRONE ROOM The second floor of the mountain had room for the wolf column, Skeletor's bone throne, and this computer control panel (2), which served as a battery cover in the vintage playset. Behind Skeletor's throne was a slot for holding Screech's stand.

FOUR HEADS While the interior walls of the vintage Snake Mountain playset were rather bare-bones, the MOTUC version featured four swappable ghoulish heads (3).

WATCH YOUR STEP A tiny lever activated this trap door (4), dropping one figure into the net below. It was originally planned for one of the monster faces to serve as the trap door lever, but this was dropped before production.

TAKING A STAND A small platform (5) above the ground-level access tunnel allowed space for figure display.



ACCESSORIES



LET'S TABLE THIS DISCUSSION This table, which featured an orb used by Skeletor to spy on his enemies, made its debut in the Filmation MOTU animated series, first appearing in the cartoon's debut episode "Diamond Ray of Disappearance."

KING OF THE MOUNTAIN Skeletor's Bone Throne, like the table above, debuted in the Filmation cartoon episode "Diamond Ray of Disappearance" and was prominently featured throughout the series. Neither of these accessories were included with the vintage Snake Mountain playset.



STORAGE SPACE In the vintage Snake Mountain playset, the Wolf Column functioned as a voice-changing microphone. While it was briefly considered for the MOTUC Snake Mountain to include bluetooth speaker technology, in the end all electronics were dropped for the playset, and instead the Wolf Column was given a hinged door within interior storage space for weapons and accessories. The base of the column featured a peg hole to attach to the second floor platform.



IT'S THE PITS This pit monster accessory was based on a sticker illustration from the vintage Snake Mountain playset. This 3D-reinterpretation of that sticker came fully painted but featured no articulation or bendable wiring.

GOING UP This ladder, an update of a similar accessory that came with the vintage Snake Mountain playset, shared sculpting with the ladder that came with the MOTUC Castle Grayskull, only this ladder was brown instead of gray.



SOME ASSEMBLY REQUIRED Also included with the playset was a set of assembly instructions prominently featuring Orko.

MASTERS OF THE UNIVERSE CLASSICS

SNAKE MOUNTAIN™ INSTRUCTIONS

